

AMENDMENTS TO THE SPECIFICATION:

On page 11 of the specification, replace the paragraph beginning on the line numbered 8 and ending on the line numbered 19 with the following paragraph:

As mentioned above, the abstraction layer 310 may be implemented as an object oriented class of a predefined type having the methods and properties described. It should be noted that the abstraction layer 310 may represent multiple instances of this class. For example, one instance may be used for each object in a particular container. Additionally, one instance may be used for the container itself. Therefore, the instance for the container and the instances for the objects may, in some cases function independently. There may also be multiple instances for the same object to affect different editing operations. For example, editing ~~operation-operations~~ that affect the container only need not involve the instances for the objects within that container. Different editing operations such as move and rotation could be done by the same or different instances of the abstraction layer. Further, if the abstraction layer is implemented as a class, the class may be made extensible to allow the addition of new operations. For example, various types of three dimensional editing ~~operation-operations~~ may be added.

On page 14 of the specification, replace the paragraph beginning on the line numbered 4 and ending on the line numbered 10 with the following paragraph:

Next, send operation 710 sends an edit operation request to the abstraction layer. As discussed above, the abstraction layer provides a number of interfaces for requesting logical edit operations. Therefore, send operation 710 may comprise using one of these interfaces to cause the abstraction layer to perform an associated logical edit operation. That is, the application may invoke or request an editing operation of the abstraction layer by calling that operation with the corresponding interface. This call ~~or~~ may be associated with one or more parameters indicating, for example, the object to be edited and other values such as an offset, distance, location, etc.